

Michael Allar

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Programming / Scripting Languages

C++ UnrealScript C# ActionScript 2 and 3 Python

EXPERIENCE

Plastic Piranha – Programmer and Project Lead (August 2011 – Present)

- Leading a project to train American soldiers to be able to quickly assess threats with high altitude imagery
- Weapons, ballistics, and UI programming for upcoming game release Rikochet
- Advisor for technical task timelines, resource management, and risk assessment
- On-the-fly programmer to squash any technical issues that might arise during events such as NVIDIA Lan 6, E3, GDC, PAX

Emotional Robots, Inc. – Gameplay and UI Programmer (September 2010 – December 2011)

- Created custom Kismet and AnimTree nodes along with world building helper classes
- Established team coding standards and ensuring team code ‘plays nice’ with everyone else
- Maintenance of our dedicated server and our source version control system (Subversion)
- Implementation of a homemade master server list into a ScaleForm based user-interface
- Responsible for coordinating efforts to produce a high quality user interface using ScaleForm technology.

Team Forecourse – Director / Lead Programmer (July 2010 – Present)

- Managing a team of 20 people to create a game with the Unreal Development Kit
- Directing pipeline flow and creating team coordination and synergy.
- Created our Master Player Authentication Server with support for game stats tracking.
- Responsible for ScaleForm UI implementation and Gameplay programming

QueSpeck Studios – Lead Programmer (October 2009 – Present)

- Responsible for gameplay, networking, and engine interfacing programming. (UnrealScript/Python/C++)
- Responsible for making sure assets will integrate nicely with others throughout the entire pipeline.
- Creating documentation and training of others in UnrealScript
- Responsible for most research and development tasks

Teen Second-Life Online Marketplace (AllarCorp) (April 2005 – July 2006)

- ASP.NET(C#) SQL Database Driven Web 2.0 Website
- Established Communications between the Second-Life World and a remote web server
- Provided E-Commerce Solutions and Product Reviews for Teen Second-Life Citizens
- Extensive and user-friendly features for users to log past transactions, manage payroll, etc...

The Specialists Role-Play Server and Database Architecture (Half-Life 1 Mod + Server Side Plugin) (January 2000 – July 2007)

- Designed innovative ways to create "classic" role-playing communities in a death match based game.
- Created Server-Side AMXMODX Plugins and API to create Role-Play "mods" to The Specialists
- Interfaced Plugins to Remote SQL Databases to link multiple servers to shared player stats (i.e. character names, jobs, inventories, skills, salaries, properties, administration abilities)
- Influenced and mentored current TSRP system creators of widely used Harbu's RP Mod and Apollo RP

EDUCATION

Art Institute of California – Orange County
Bachelor of Science in Visual Game Programming

Santa Ana, CA
GPA: 3.4

September 2011